



Glyph of Astrid

(Attack +1)

For each figure you control, roll one extra attack die.



Glyph of Proftaka

(Fly Rule)

Your figure is trapped. The trapped figure cannot move from this space. The figure can move off the Glyph of Proftaka only if a friendly figure occupies an adjacent space.



Glyph of Genda

(Defense +1)

For each figure you control, roll one extra defense die.



Glyph of Icar

(Range +1)

For each figure you control with a Range number of 5 or more, add 1 to the Range number.



Glyph of Valda

(Move +2)

For each figure you control, add 2 to the Move number. (Do not use this power when moving off of the Glyph.)



Glyph of Jalgard

(Defense +2)

For each of your figures, roll two extra defense dice.



Glyph of Lodin

(Dice: Twenty-Sided)

Any time you roll the 20-sided die while standing on the Glyph of Lodin, you may add one to your die roll.



Glyph of Rannveig

All figures with the Flying special power lose this power and cannot fly while standing on the Glyph of Rannveig.



Glyph of Dagmar

(Initiative +5)

When you roll for initiative, add 5 to your die roll.



Glyph of Warden (Ward)

At the end of every round, roll the D10-sided die. If you roll a 1, the figure on the Glyph rotates one around. If you roll a 2 or higher, you may choose an opponent who must give one round to any figure he or she controls on the battlefield.



Glyph of Oroid (Intercept Order)

When one of your figures steps here, roll the twenty-sided die. If you roll a 1-6, nothing happens. If you roll a 10-20, you may impose one random Order Marker (within opponents Army Card).



Glyph of Ulathra (Unique Attack +1)

All unique figures in your army may add one extra attack die when attacking normally.



Glyph of Crevcar (Common Attack +1)

All common figures in your army may add one extra attack die when attacking normally.



Glyph of Thorian

All common figures must be adjacent to your figures to attack your figures with a normal attack.



Glyph of Nibrend (Negation)

When one of your figures steps here, you may choose any opponent's unique figure that the D10-sided die if you roll a 1-6, nothing happens. If you roll a 7-20, you may roll the Gold Negation token on the chosen figure's Army Card. All other figure's special powers are negated for the rest of the game.



Glyph of Mithraoul (Massive Curse)

For each figure on the battlefield (your and your opponents), roll the D10-sided die. If you roll 1, the figure is destroyed. If you roll 2 through 20, the figure is safe.



Glyph of Ertand (Summoning)

When one of your figures steps here, you may "summon" any other figure (your or your opponents) for which the figure is adjacent to the figure on the Glyph. The summoned figure does not receive a landing engagement roll if it was engaged before it came to occupy adjacent space, you can't use the Common powers.



Glyph of Kaida (Healer)

Only figures with one or more Placed Markers may step on this Glyph. When one of your figures steps here, remove all Placed Markers from its Army Card. This glyph can be placed on the side of the battlefield you have chosen.



Oceanbrider Amulet
Permanent Treasure Object

This figure doesn't have to stop movement when entering water spaces.



Ring of Protection
Temporary Treasure Object

This figure may use this ring after it is opened has rolled attack dice for a normal attack against it, and before rolling defense dice. When rolling defense dice against that attack, the figure adds 2 additional dice.



Giant Hunter Stone
Permanent Treasure Object

This figure rolls an additional die when attacking (or defending against) a large figure.



Whetstone of Venom
Temporary Treasure Object

This figure may use this whetstone before rolling attack dice for a normal attack against an adjacent figure. After attack rolls of at least 1 wound, you may add 2 additional wound markers to the defending figure's same card.



Belt of Giant Strength
Temporary Treasure Object

This figure may use this belt before rolling attack dice for a normal attack against an adjacent figure. This figure adds 2 additional dice when attacking with a normal attack this turn.



Bracers of Teleportation
Temporary Treasure Object

This figure may use these bracers before moving. Instead of moving normally, you may teleport the figure any same, east, south, or west. If space of the destination, if this figure is engaged when it moves to adjacent, it will not take any facing engagement attacks.



Scars of Invulnerability
Temporary Treasure Object

This figure may use this scar whenever it receives 1 or more wounds. Roll the Scar on the Scar card 1-10, ignore one of the wounds just received if it would be 10 or higher, ignore all wounds just received.



Brooch of Shielding
Permanent Treasure Object

This figure is never attacked when taking an engagement.



Holy Symbol of Peler
Temporary Treasure Object

This figure adds 2 additional attack dice when attacking an engaged figure with a normal attack.



Public Health

100



How Fast

[illegible]

Talents und Bedürfnisse

[illegible]

2000-2001 2001-2002

100



Check of instability

[illegible]

How to Use This Book

Table 1



Butt and the author

[illegible]

**Crypt of Starks
(Hawthorn)**

Give it a try: cut the illustrated double-eggplant, decorated with balloons, your name(s) and page number(s). If you cut the 30 piece eggplant in any other way, please choose if you cut it through.

10. The Eggplant (double)